

**SPARKSTER!
KID CHAMELEON**

Sonic the comic

**THAT
STINKING
FEELING!**

**SONIC'S
BRUSH
WITH
BAD
BREATH!**

**DOUBLE-FISTED
KNUCKLES!**

- CHAOTIX
CAPERS!
- PUNCHY
PIN-UP!



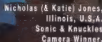
**YOUR
HOLIDAY
ART!**



Welcome Screen

Μεταφορές

SONIC THE HEDGE-DOG!



- Managing Editors: Richard Burke
- Editors: Deborah Tate
- Designers: Gary Knight
- Assistant Editor: Audrey Wong
- Covers: Carl Filer
- Publisher: Rob McElwaine











Wiley and other affiliated societies to charity. *Science* 346, 79-79. <https://doi.org/10.1126/science.1250100>. The article may not be used to create new or existing legal claims or to be used in litigation. See <https://www.sciencemag.org/policy> for more information.

The Sega Charts

 up  down  non-move
 re-entry  new entry



MEGA DRIVE

- 1  BRAIN LAB CRICKET
- 2  WINTER OLYMPICS
- 3  WORLD CUP USA '94
- 4  FIFA SOCCER '95
- 5  BASELZ
- 6  TOEJAN AND EARL 2
- 7  PGA EUROPEAN TOUR GOL
- 8  DOWN ROAD DASH 3
- 9  RUGBY WORLD CUP '95
- 10  FETERNAL CHAMPIONS










MEGA-CD

- 1  WORLD CUP USA '94
- 2  MICKEY MANIA
- 3  GROUND ZERO TEXAS
- 4  FIFA INTERNATIONAL SOCCER
- 5  BRUTAL: PAWS OF FURY
- 6  REBEL ASSAULT
- 7  TOMCAT ALLEY
- 8  SEGA CLASSICS
- 9  HORN STORM
- 10  DOWN SNATCHER

MASTER SYSTEM

- 1 — DRAM STOKER'S DRACULA
- 2 — ROAD RASH
- 3 — SENSIBLE SOCCER
- 4 — COOL SPOT
- 5 — SONIC THE HEDGEHOG 2
- 6 — WINTER OLYMPICS
- 7 — DESERT SPEED TRAP
- 8 — STAR WARS
- 9 — DRAGON: THE BRUCE LEE STORY
- 10 — HONOLULU II TERMINATION

GAME GEAR

- 1  WINTER OLYMPICS
- 2  JAMES POND 2 - RUBACOB
- 3  SONIC THE HEDGEHOG 2
- 4  COSMIC SPACEHEAD
- 5  PGA TOUR GOLF 2
- 6  FANTASTIC ADVENTURES OF DIZZY
- 7  MORTAL KOMBAT 2
- 8  F15 STRIKE EAGLE 2
- 9  BATMAN RETURNS
- 10  THE LION KING

SONIC

THE HEDGEHOG

The Great Escape! PART 2

Script: NIGEL KITCHING Art: ROBERTO CORONA/TIMOTHY MARX Lettering: ELLIE O'VILLE

SONIC AND HIS GANG ARE ATTEMPTING TO RESCUE THIRTY-FIVE OF THE EMERALD HILL FOLK FROM ONE OF ROBOTNIK'S BADNIK PROCESSING PLANTS.

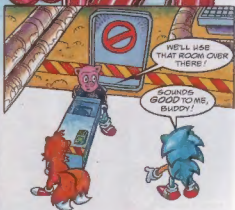
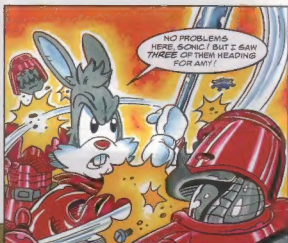
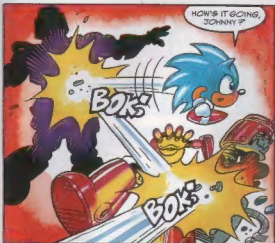
THINGS ARE NOT GOING ALL THAT WELL!

OKAY, GUYS, THEY'RE ON TO US... MIGHT AS WELL DITCH THE BADNIK DISGUISES!

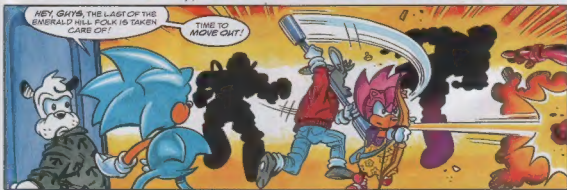
WHAT ARE YOU BADNIKS WAITING FOR? GET THEM!

YOU ALL KNOW WHAT TO DO. SO LET'S GET THIS SHOW ON THE ROAD!

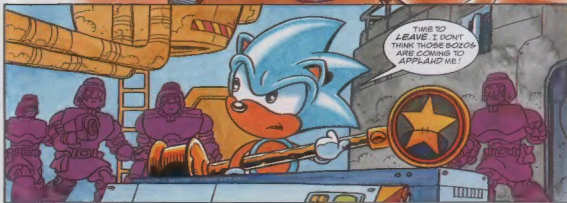
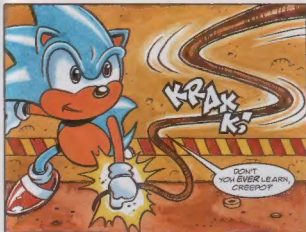














MEANWHILE.

WH... WHERE ARE WE?

THIS IS THE FLOATING ISLAND... YOU'LL BE SAFE FROM ROBOTNIK HERE, ALONG WITH THE REST OF THE EMERALD HILL FOLK!

I JUST HOPE SONIC MADE IT.

THIRTY-FIVE OF THE EMERALD HILL FOLK RESCUED... NOT A BAD DAY'S WORK!



HE DID.

CRASH

YE-HAAA! THOSE BADNIKS DIDN'T EXPECT ME TO BE ABLE TO FLY OUT OF THIS DUMP!

BUT THERE ARE OTHERS, AND I'LL NEVER REST UNTIL EVERY ONE OF THEM IS FREE!



AND THERE'S JUST TIME TO LOOK IN ON A CERTAIN DOCTOR BEFORE WE GO.

THIRTY-FIVE RESCUED YOU SAY... MOST REGRETTABLE!



STILL, IT'S ONLY A MATTER OF TIME... I'LL FIND OUT WHERE THE EMERALD HILL FOLK ARE HIDING AND THEN I WILL HAVE MY REVENGE!

NEXT ISSUE: THE RAMPAGE OF MEKANIK!

Graphic Zone

If this multi-cultural selection of drawings doesn't help get you in the holiday mood, nothing will!

Each artist-hum will receive a pack of Crayola Overwriter Pens.



Ab-Sa-nio!



Simon Berthiaume,
Bridgewater,
Somerset, MD owner.
Crayola Overwriter
Pack Winner.

Fly like an Egyptian!



Daniel
Baldwin,
Southport,
Merseyside.
Crayola
Overwriter
Pack Winner.

Suzzin' in the Outback!



J. Harrington,
Bishop Auckland,
Co Durham.
Crayola
Overwriter Pack
Winner.

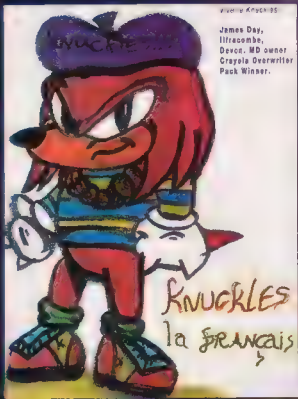
The Italian Hedgehog!



Peter Passarelli, Arnold,
Nottingham. MS owner.
Crayola Overwriter Pack
Winner.



Daniel Pastors
Mauricefield,
Cheshire
MD owner
Crayola Overwriter
Pack Winner



James Knuck-95

James Day,
Ilfracombe,
Devon, MD owner
Crayola Overwriter
Pack Winner



Danilo Baldwin
Southport
Merseyside
Crayola Overwriter
Pack Winner



REVIEW

Zone

THE ADVENTURES OF BATMAN AND ROBIN



Mega Drive

SEGA GAMES PLATFORM
1-2 PLAYERS



Just another day in Gotham City ... but what's this? The Joker, Penguin and Two-Face have escaped from the local sanatorium. This looks like a job for the Dynamic Duo.

Fans of the TV cartoon series on which it's based will be pleased to know that Sega's *The Adventures of Batman and Robin* upholds the high standard of fast-paced action and slick production values. Everything about the game should look familiar as the heroes, villains and settings have all been faithfully recreated.

As for the gameplay, this is your basic left-to-right beat 'em up, improved by having Batman in the lead role. Batman and Robin is best played in the two-player mode as *Lois Lane* to assist Batman in his quest. Either way, this is a huge enjoyable romp through the dark corners of Gotham City. The action is

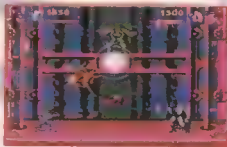
RATING SYSTEM
under 40% = Terrible
40 - 70% = Normal
70 - 90% = Good
90 - 99% = Excellent
Over 99% = Mega Hit

70 - 90% = Fox City
90 - 99% = Big Time City
Over 99% = Mega Hit

continuous, with villains trying to thwart you at every turn, and old favourites such as The Joker turning up as tough end-of-level bosses.

Our heroes come equipped with a number of weapons and have access to regular power-ups that can be used from a distance. At close range, the pair can usually survive using their array of punches, kicks and head-butts. The bosses are seriously challenging and can only be successfully destroyed by planning an attack. It can be frustrating bashing your way to the end of a level only to run out of continues. However, no password in this case makes the game a better challenge!

Last but not least, special mention should be made of the impressive 3-D levels, particularly the Batwing stage which takes the form of an overhead arcade shoot 'em-up giving a bird's eye view of Gotham City. In short, *The Adventures of Batman and Robin* is fast, challenging and well worth a play.



FAST TRACK
 PUBLISHED BY: SEGA
 PRICE: £44.99
GRAPHICS
 4.5/5
SOUND
 4.5/5
PLAYABILITY
 4.5/5
84
RAMES GRADES
 A: 4.5
 B: 4.5
 C: 4.5
OVERALL: 82%

CLASEY M BROWN
W 100 DE CLACK N 100
- LAMM - WA NC DOT

YES NOT EXACTLY
 WHITE AT LEAST HE'S NAKED
 ALL BULLY BRAD BUT IN
 A LOSER NOT A NEW MAN
 MARY KID
 NAMELEON

WAGE: THE EMPLOYER'S PART 3

4-8 4441 0411 NTO
 4-8 4441 0411 NTO
 4441 0411 NTO
 4441 0411 NTO
 4441 0411 NTO
 4441 0411 NTO

JUST ONE PAGE - ALL INFORMATION
TO GET PAST THREE
SIGNATURES (CROSS)?

RRAAGGHH!

PREPARE TO
FACE YOUR
DEEPEST
DEVIL ESPAWN!

Script: MICHAEL COON
Art: BRIAN WILLIAMSON/STEVE WHITE
Illustrations: TOM BRANE

CROSS THE PATH OF
JUGGERNAUT WILL
FACE H.C. WRATH!

KKRUNCH!

WARRIOR: THE ENEMY OF THE NUK
WINE'S BEHIND TWO DATES

AND THOUGH I NEVER ADMIT "AT SOME POINT
AM THE REEDS AT THE LAST, I HAVE BEEN NO

YOUR GREATER
NUMBERS WILL NOT
SAVE YOU!

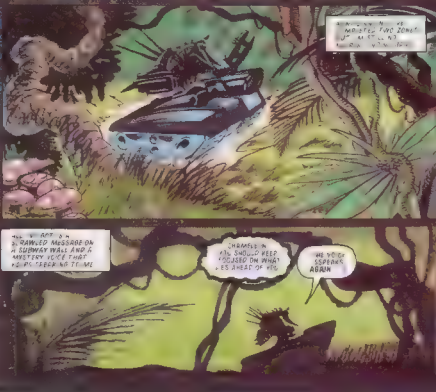
2014 MARCH/APRIL

THOOM!

ARMED AND DANGEROUS



JUGGERNAUT
WILL NOT BE
STOPPED

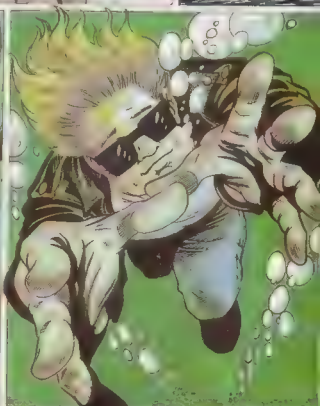
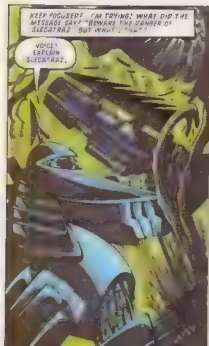


ARMED AND DANGEROUS
MODIFIED TWO ZONE
JUGGERNAUT
WILL NOT BE STOPPED

THE JUGGERNAUT
IS A POWERFUL MACHINE
ON A SUBWAY WALL AND A
MYSTERY FORCE THAT
IS BEING USED TO ME

CHARLES IS
THE SHOULD KEEP
FOCUSSED ON WHAT
IS AHEAD OF HIM

HE SHOULD
SPEAK AGAIN



ST. L. BROSBY DONT KNOW HOW
AS VS BEEN AT SEA. THERE
DROPPED OUT. BUT THEN

HEY THOM
HERE'S PEOPLE
ON THE BEACH

WAS FIRST IN
HOPE THEY'RE FRIENDLY

LOOK

HEAVEN
WITH THE
OTHERS

HEY THERE

9011

ST. L. BROSBY DONT KNOW HOW AS VS BEEN AT SEA. THERE DROPPED OUT. BUT THEN

THE SPECIAL ZONE

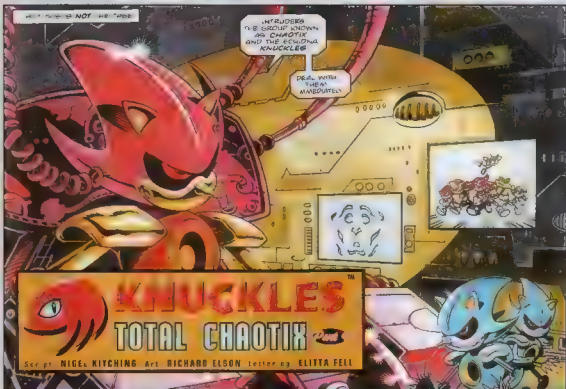
ROBOTNIK'S OLD BASE OF OPERATIONS
WAS THOUGHT TO BE DESERTED



HE'S NOT HERE

INTRUDERS
THE GROUP KNOWN
AS CHAOTIX
AND THE ECHIDNA
KNUCKLES

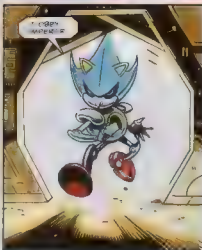
DEAL WITH
THEM
IMMEDIATELY



KNUCKLES TOTAL CHAOTIX

SCRIP BY NICK KITCHING ART BY RICHARD ELSON LETTER BY ELIYTA FELI

IT'S
HAPPENING



CLEARLY
YOUR FRIENDS ARE
ATTEMPTING TO
RESCUE YOU OWN
VIEWER

UNFORTUNATELY
THESE EFFORTS
ARE DOOMED TO
FAILURE



A "CRACK DOR ELSEWHERE
A PORTRESS

THE ALARMS
STOPPED BUT IF THE
METALLIKES ARE HERE THEY
ARE SURE TO HAVE
HEARD

YEAH
THANKS TO
MIGHTY THE
BRAIN
HERE

WHAT'S
THAT CRACK
MEANT TO
MEAN?

I MEANS
IT WAS YOU WHO
SET THE ALARMS OFF
IN THIS FIRST
PLACE!

YOU
CREEP ESPIC
I OUGHT
TO

JUST
TRY IT, BIG
MOUTH

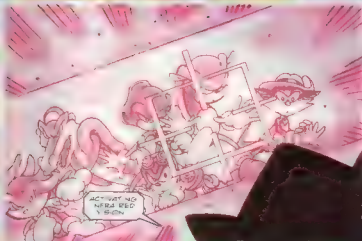
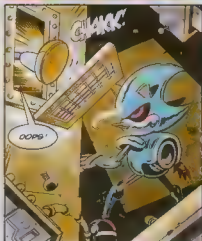
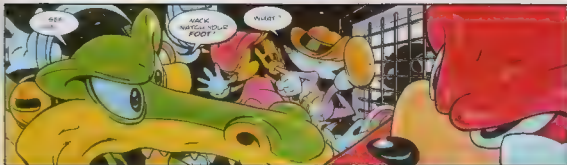
GIVE
IT A REST
BOTH OF
YOU

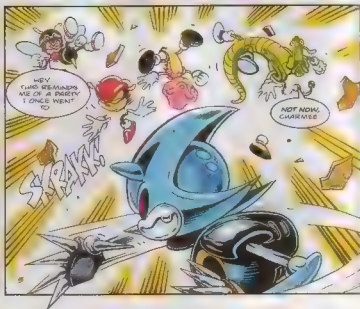
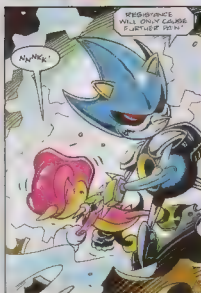
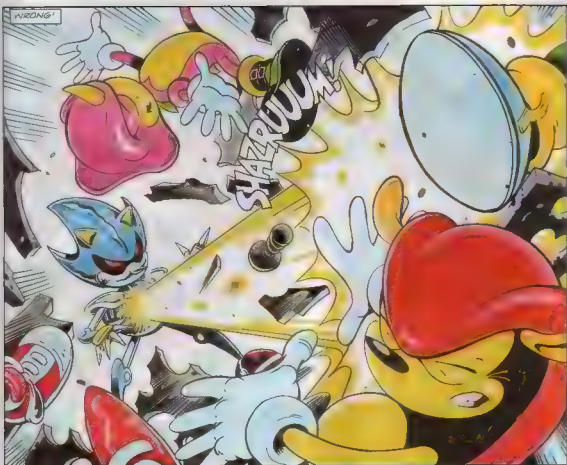
HEY
CHARMIE'S BACK
ARE ANYTHING
GOING?

QUICK
EVERYONE
HERE

THE
VENTILAT ON
SYSTEM'S JUST
A CLUE

DID I EVER!
THE METALLIKES ARE HERE
ALL RIGHT AND ONE
OF THEM IS LEADING THIS
WAY!







Q Zone

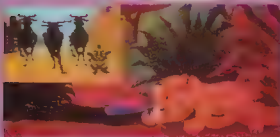
Once again, David Gibbon, delves into the Q Zone mailbag in an attempt to put an end to Boomers brain-aching queries!

Q&A SPECIAL

LION KING

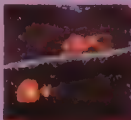


Mega Drive



Q. When I read the Q Zone in STC 48, I was very excited to see a cheat for one of my favourite Mega Drive games, *The Lion King*. However, I was bitterly disappointed when I couldn't get the cheat to work! Have you made a boo-boo or am I doing something wrong?

Michael Bicewill, Co. Lewis, Ireland, Jonathan Hurrell, Benfleet, Essex, Sebastian Hall, Warks, Nr Nuneaton, Charlie Owen (no address supplied), and loads more of you!



A. Alleviating disappointment, I should have said 'Sound Effects' and not 'Sound Test'. Sorry to all fellow Boomers everywhere (phew!). In an attempt to make up for it here is the correct cheat:

LEADS

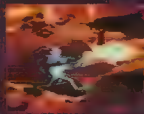
From the menu screen, select Options, select the Sound Effects (not Sound Test) option and press Right, A, A, (the B on your joystick). Next, press Start and both options should now appear. If it doesn't work this time, please email me, which I will address!

EXTINCTION JIM



Mega Drive

Q. When I tried the *Earthworm Jim* cheat in STC 48 nothing happened! I paused the game and pressed A, Left, B, B, A, A, Right, B, B, and A, but to no avail! Please put me out of my misery, as I'm so very wrong!



Mike Saxon, Sharnbrook, Wetherby, West Yorkshire, Ben Lander and Mike Westcott, Newmarket, Anglia.

A. Mike received a special letter on this, but the letter in the cheat was actually correct (who said that's funny!!). However, a lot of you Boomers out there have been entering the cheat in the wrong way and this is the reason it did not work. Especially for you lot, here's the correct way to enter the cheat and your requested cheat:



Start the game as normal; that is, Sonic is going to be on your joystick, press A and Left together. Now, press B, B and A. Then press A and Right together. Finally press B, B and A. Hopefully you should see the screen clear, a picture of the programmers appear and you hear the words 'cheater'.

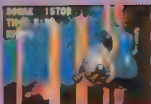
You'll also notice that as well as a Level Select cheat screen also allows you to become invulnerable and to change almost all levels before you start playing.



Q. In STC 50 you mentioned that you would like to hear from anyone who has managed to get all the way through Sonic & Knuckles to reach the Doomsday Zone. Well, I've gone and done just that! Lucien Young, Merpath, Northumberland, Steven Harris, Bletchingley, Surrey, Andrew Coyne, Epsom Downs, Surrey, Michael Doreton, Chiddingfold, Surrey, and many more!

SONIC'S CAPPING SONIC: Ring Magazine 1

A. Start by plugging Sonic 3 into Sonic & Knuckles. Next, play right through Sonic 3 and S & K. Collect as many emeralds as you can; you need a minimum of seven emeralds to reach the Doomsday Zone. However, all the emeralds are needed to become Hyper Sonic. Right following the Death Egg Zone, you'll enter the Doomsday level where you'll automatically change into either Super or Hyper Sonic; the Doomsday Zone involves trying to dodge meteors and asteroids, as well as the odd missile! You'll have to constantly collect extra rings as Sonic's will deplete at the rate of one per second. If you don't, Sonic will fall to his doom! Once you reach Robotnik's ship, you must dodge the fire and make the Sonic's spelling



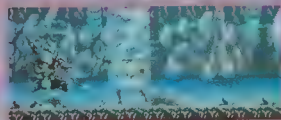
missiles crash into Robotnik's ship and not you! Eight hits should do it. Next, you must chase Robotnik through another asteroid belt and repeatedly crash into Robotnik. After eight hits, sit back and enjoy the end-of-game sequence!

The Q Zone mailbox overflowed following the request to find players who reached the Doomsday Zone! Congratulations to all Sonic-type-geniuses out there, but the first one to reach the STC office was Lucien, so a special well done to you.

For anyone who has a Game Genie but has been unable to reach the Doomsday Zone, try these codes:-

Before playing Sonic & Knuckles, enter the following:-

CODE	EFFECT
K2WACA4J	INFINITE LIVES
AWXTCA4C	NEVER LOSE RINGS
RGSAA6YY	ONE BLUE SPHERE NEEDED FOR EMERALD



Q. I am having trouble completing Shinobi on the Master System. Please print a level select and invulnerability cheat.

Philip Haynes, Farnborough, Hants.

A. Unfortunately, Philip, I don't have an invulnerability cheat, but I can certainly give you a level select. Well, you can't have everything!

LEVEL SELECT

Press the joystick diagonal Down and Left, together with button two. You should now be able to select the starting stage.

LONG GEDOL HAS THE WORLD OF ELDORN UNDER A POWERFUL SPELL,
JANNING THE ENTIRE POPULAT ON HIS EVIL SUPPORTERS ONLY.
G. JANNING THE EVIL "KING" ARMOUR KEEPS HIM "KING".



SPARKSTER

Sparkster's Adventure / The Sparkster / Sparkster's Adventure

LAST OF THE
ROCKET KNIGHTS!
Part 5

STAY CLOSE
GEDOL'S ENCHANTMENT
WILL RETURN IF YOU MOVE
TOO FAR AWAY



SUDDENLY

WHAT?
THERE'S ONE HECK OF
A NOISE COMING FROM THE STREET
OUTSIDE. WONDER WHAT'S
GOING ON

OH NO!
THAT'S
RUNNING
OUT





IT'S AMAZING!
WHATEVER IS IN THE EAST
TOWER CAN FEEL ITS POWER
THE EVIL IS ALMOST
UNBEARABLE



WE'RE TOO CLOSE! I CAN FEEL
THE POWER OF GEDOL'S ENCHANT-
MENT STARTING TO TAKE
OVER MY MIND

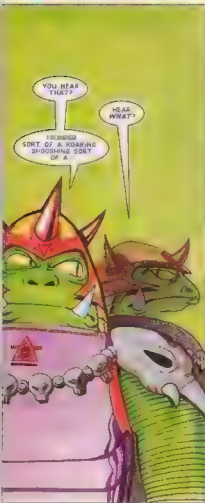
HAIR
ON
HEAD

IF WE
GET ANY NEARER
WE'LL BECOME
YOUR ENEMIES
AGAIN



YOU'LL BE
SAFE IN THERE. THIS
IS THE ONLY WAY I CAN KEEP
YOU FROM ATTACKING ME.
ONCE GEDOL'S SPELL
TAKES HOLD
AGAIN

I'LL LET
YOU OUT LATER
ASSUMING I LIVE
THAT LONG



YOU HEAR
THAT?

HEAR
WHAT?

THE
SORT OF A ROARING
SHOOOSH SORT OF A

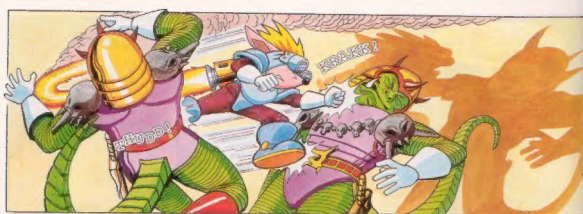


THE SORT OF
SOUND A ROCKET
PACK MIGHT
MAKE?

YEN
THAT'S EXACTLY
IT. NOW DID YOU
FIGURE THAT
OUT?



ROARRR!





AT THAT VERY MOMENT AT THE CATHEDRAL OF ZEBULOS!



NEXT ISSUE: MARRIAGE VOWS!

SPEEDLINES



Sound off to Megadroid about anything you want to do with STC. Segs or the meaning of life as we know it!

Send your letters (or drawings) to: **Speedlines, Sonic The Comic**, 25/26 Tavistock Place, London WC1H 9SU.

Include your name, address and Sega system you use (MD, MCD, MS or GG) clearly on the back of your work. Megadroid regrets that drawings cannot be returned or correspondence entered into.



Closet Reader!

Dear Megadroid,

I am a Sonic the Hedgehog fanatic and I drive my aunt crazy by hibernating in the bathroom with my copy of STC!

James Easton, Falkirk, Scotland. MS owner.

Sonic Stationery Winner.



It's time to come out of the water closet James and share the STC experience with your aunt!

Rising Star?

Dear Megadroid,

I would like to see Sega make a game called **Enter the Cybernik** based on STC's own series. There could be some cracking gameplay as the Cybernik flies through the air firing lasers at oncoming Badniks. Also, will he be making a return to STC soon?

Kurt Walsh, Colchester, Essex. MD owner.

Sonic Stationery Winner.



Nice idea, Kurt. You'll be pleased to know that the Cybernik returns in next issue's Sonic story, The Rampage of Mekanik.

Sonic gets ready for the release of the Judge Dredd film (out on 21 July).



↑ **Robert Webster, Edinburgh, Scotland. Sonic Stationery Winner.**

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, ask for **Helen Waller** on 0171 344 6400.

Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a **Segastation! Sonic Organizer** and **Tix** (with three pencils) can be yours! Someone will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of magnificent Sonic products available from most retail stationers. If you have problems finding a stockist in your area write to **Highgrove Stationery Ltd., International House, Unit 3, 59 Compton Road, London N6 2PB.**



↑ **Claudia Carmichael, Chelmsford, Essex. MD owner. Sonic Stationery Winner.**

Sonic Night Fever!

Dear STC,

Do Sega plan to record a cassette or compact disc of theme tunes taken from the Sonic games? **Thomas Frodsham, St. Helens, Merseyside. MD owner. Sonic Stationery Winner.**

Not that we know of Tom.

You'll have to move to Japan where there's a band that plays nothing but games music.



THE BAD AND THE UGLY!



DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

..... AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
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1.....

2.....

3.....

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THE CYBERNIK'S BACK!**

**KNUCKLES!
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